

## **Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

### **Listing of claims:**

Claims 1-17 (canceled).

18 (Currently Amended) A method of operating a gaming device, the method comprising:

providing on the gaming device executable code for a plurality of games including a first game and a second game, each of the plurality of games stored in an encrypted format, wherein the plurality of games comprise at least a first set of operating data for the first game comprising at least one of first audio data or first video data for generating the first game on the gaming device, and wherein the first set of operating data is encrypted with a first private key and storing a second set of operating data for the second game comprising at least one of second audio or second video data for generating the second game on the gaming device, wherein the second set of operating data is encrypted with a second private key;

providing the gaming device with only one of the first private key or the second private key to prevent execution of the first game or the second game on the gaming device;

decrypting one of the first set of operating data or the second set of operating data according to the one of the first private key or the second private key selected to recover the one of the first set of operating data or the second set of operating data;

sending information relating to the decrypted one of the first set of operating data or the second set of operating data to a remote device for authentication of ~~to authenticate~~ the decrypted one of the first set of operating data or the second set of operating data; ~~wherein~~

taking remedial action by the gaming device ~~is operable to take remedial action~~ when the decrypted one of first set of operating data or the second set of operating data is not authenticated by the remote device, wherein the remedial action includes not

allowing the decrypted one of first set of operating data or the second set of operating data to be executed by the gaming device;

storing the decrypted one of the first set of operating data or the second set of operating data when the decrypted one is authenticated by the remote device; and

~~receiving an element of value for use as credit on the gaming device;~~

~~receiving a bet on an outcome to the first game or the second game using the credit;~~

~~generating~~ executing the first game or the second game on the gaming device utilizing the decrypted one of the first set of operating data or the second set of operating data when the decrypted one is authenticated by the remote device.

19. (Previously Presented) The method in accordance with claim 18 comprising selecting one of a first secure access module in which the first private key is stored or a second secure access module in which the second private key is stored.

20. (Previously Presented) The method in accordance with claim 19 comprising using the one of the first secure access module or the second secure access module to decrypt the one of the first set of operating data or the second set of operating data.

21. (Previously Presented) The method in accordance with claim 18 comprising storing the one of the first set of operating data or the second set of operating data at the gaming device.

22 (Previously Presented). A gaming device comprising:

a memory device for storing executable code for a plurality of games including a first game and a second game each of the plurality of games stored in an encrypted format wherein the plurality of games comprise at least a first set of operating data for the first game comprising at least one of first audio data or first video data for generating the first game reversibly encrypted with a first private key and a second set of operating data for the second game comprising at least one of second audio data or second video data for generating the second game reversibly encrypted with a second private key;

a secure access module including one of the first private key or the second private key stored therein, the secure access module capable of decrypting one of the

first set of operating data or the second set of operating data according to the one of the first private key or the second private key stored therein wherein only one of the first private or the second private key is provided on the gaming device to prevent execution of the first game or the second game on the gaming device;

a programmable memory for storing decrypted one of the first set of operating data or the second set of operating data;

a controller operable to a) send information relating to the decrypted one of the first set of operating data or the second set of operating data to a remote device to authenticate the decrypted one of the first set of operating data or the second set of operating data, b) to take remedial action when the decrypted one of first set of operating data or the second set of operating data is not authenticated by the remote device; c) use the decrypted one of the first set of operating data or the second set of operating data during the operation of the gaming device to generate the first game or the second game;

a first input mechanism coupled to the controller for receiving an element of value for use as credits on the gaming device;

a second input mechanism coupled to the controller for making a bet on an outcome of the first game or the second game using the credits; and

a display mechanism for displaying the outcome of the first game or the second game.

23. (Previously Presented) The gaming device in accordance with claim 22 comprising a control code effecting location of the secure access module.

24. (Previously Presented) The gaming device in accordance with claim 22 wherein the controller includes a processor in communication with the programmable memory.

25. (Previously Presented) The gaming device in accordance with claim 22 wherein the programmable memory comprises RAM.

26. (Previously Presented) The gaming device in accordance with claim 22 including a communications link associated with the controller permitting the first set of operating data and the second set of operating data to be transmitted to the gaming device from a remote location.

27. (Previously Presented) The gaming device of claim 22, wherein the first game is approved for use in a first gaming jurisdiction and the second game is approved for use in a second gaming jurisdiction different from the first gaming jurisdiction.

28. (Previously Presented) The gaming device of claim 22, wherein the remedial action is to erase one of a private key or code stored on the gaming device.

29. (Previously Presented) The gaming device of claim 22, wherein the information relating to the decrypted one of the first set of operating data or the second set of operating data to the remote device is a signature calculated from the decrypted one of the first set of operating data or the second set of operating data.

30. (Previously Presented) The gaming device of claim 22, wherein the information relating to the decrypted one of the first set of operating data or the second set of operating data to the remote device is a portion of the decrypted one of the first set of operating data or the second set of operating data.

31. (Previously Presented) The method of claim 18, wherein the first game is approved for use in a first gaming jurisdiction and the second game is approved for use in a second gaming jurisdiction different from the first gaming jurisdiction.

32. (Previously Presented) The method of claim 18, wherein the remedial action is to erase one of a private key or code stored on the gaming device.

33. (Previously Presented) The method of claim 18, wherein the information relating to the decrypted one of the first set of operating data or the second set of operating data to the remote device is a signature calculated from the decrypted one of the first set of operating data or the second set of operating data.

34. (Previously Presented) The method of claim 18, wherein the information relating to the decrypted one of the first set of operating data or the second set of operating data to the remote device is a portion of the decrypted one of the first set of operating data or the second set of operating data.

35. (Previously Presented) A gaming system comprising:

a gaming device comprising:

a memory device for storing executable code for a plurality of games including a first game and a second game each of the plurality of games stored in an encrypted format wherein the plurality of games comprise at least a first set of operating data for generating the first game reversibly encrypted with a first private key and a second set of operating data for generating the second game reversibly encrypted with a second private key;

a secure access module including one of the first private key or the second private key stored therein, the secure access module capable of decrypting one of the first set of operating data or the second set of operating data according to the one of the first private key or the second private key stored therein wherein only one of the first private or the second private key is provided on the gaming device to prevent execution of the first game or the second game on the gaming device;

a programmable memory for storing decrypted one of the first set of operating data or the second set of operating data;

a controller operable to a) send information relating to the decrypted one of the first set of operating data or the second set of operating data to a remote device to authenticate the decrypted one of the first set of operating data or the second set of operating data, b) to take remedial action when the decrypted one of first set of operating data or the second set of operating data is not authenticated by the remote device; c) use the decrypted one of the first set of operating data or the second set of operating data during the operation of the gaming device to generate the first game or the second game;

a first input mechanism coupled to the controller for receiving an element of value for use as credits on the gaming device;

a second input mechanism coupled to the controller for making a bet on an outcome of the first game or the second game using the credits; and

a display mechanism for displaying the outcome of the first game or the second game;

the remote device operable a) to receive the information relating to the decrypted one of the first set of operating data or the second set of operating data, b) to authenticate the decrypted one of the first set of operating data or the

second set of operating data, c) send a message to the gaming device comprising information indicating whether the decrypted one of the first set of operating data or the second set of operating data is authentic;

a communication link for allowing the remote gaming device and the gaming device to communicate.